WHAT IS CLAIMED IS:

1. A method of simulating application software, comprising:

    presenting a generic application user interface for a particular type of

application to a user across a network;

    receiving user inputs during an interaction with the user interface; and

    evaluating performance of the user with regard to the type of application based

upon the user inputs.

2. The method of claim 1, the method comprising providing feedback to the user on

the performance of the user.

3. The method of claim 2, providing feedback further comprising:

    informing the user of a wrong input; and

    presenting the user with an opportunity to try again.

4. The method of claim 1, providing feedback further comprising

    informing the user of a wrong input;

    providing a hint to the user; and

    presenting the user with an opportunity to try again.

5. The method of claim 1, providing feedback further comprising:

    informing the user of a wrong input; and

    demonstrating to the user the correct input.

6. The method of claim 1, the method comprising collecting all of the user inputs and

evaluations of the user inputs and generating an evaluation report of the

performance of the user.

7. The method of claim 1, presenting a generic user interface for a particular

application type further comprising presenting a generic user interface for an

application selected from the group comprising: a spreadsheet, a word processor, and a presentation application.

8. A method of providing a user interface, comprising:

    providing an introduction to a problem for a user;

    identifying tools to solve the problem;

    instructing the user on concepts and tools to be used in a solution;

    interacting with the user;

    displaying the solution; and

    providing the user with a summary of the problem and solution.

9. The method of claim 8, interacting with the user further comprising receiving a user input and storing the user input for further evaluation.

10. The method of claim 8, interacting with the user further comprising receiving and evaluating a user input.

11. The method of claim 8, interacting with the user further comprising providing feedback.

12. The method of claim 11, providing feedback further comprising indicating that the user made a correct input.

13. The method of claim 11, providing feedback further comprising indicating that the user may an incorrect input and displaying a region on the window in which the user may make another input.

14. A method of providing an integrated technology learning system, comprising:

    establishing technology objectives for an instructional unit;

    identifying core curriculum components related to the technology objectives;

    providing a theme and characters for the unit;

    determining a framework for problem solving;

    determining common elements of a user interface; and

adding simulation functionality.

15. The method of claim 14, adding simulation functionality further comprising:

    recording user inputs in response to prompts;

    recording a environment from which the user input is recorded; and

5   storing the user inputs and the environment.

16. An instructional management system, comprising:

    at least one instructional unit having at least one task for which a student is

    required to provide an input;

    a user interface simulating a software application having a region to allow the

10   student to provide the input;

    a memory in which to record the student input;

    a report generator to allow an instructor to access results of the inputs and to

    provide an evaluation of student performance with regard to the software

    application.

15   17. An article of machine-readable media containing instructions that, when executed,

    cause the machine to:

    present a generic application user interface for a particular type of application

    to a user across a network;

    receive user inputs during an interaction with the user interface; and

20   evaluate performance of the user with regard to the type of application based

    upon the user inputs.

18. The article of claim 17, the article containing instructions that, when executed,

    cause the machine to provide feedback to the user on the performance of the user.

19. An article of machine-readable media containing instructions that, when executed,

25   cause the machine to:

    provide an introduction to a problem for a user;

       5594-002

identify tools to solve the problem;

instruct the user on concepts and tools to be used in a solution;

interact with the user;

display the solution; and

5   provide the user with a summary of the problem and solution.